Listing of Claims:

This Listing of Claims will replace all prior versions, and listing, of claims in the application.

1.   (Currently Amended) A method of conducting a game on a gaming machine, the gaming machine including a controller having a processor and a memory, the method comprising:

displaying the game on a video display of the gaming machine, the game including a displayed grid and a plurality of displayed video reels, the displayed grid having a plurality of rows, each of the plurality of rows having a plurality of tiles;

enabling a first player selection of a first tile from a first row of the displayed grid;

detecting the first player selection of the first tile from the first row;

in response to the first player selection, causing the plurality of video reels to spin and stop to display a first outcome, and causing a first action associated with the first player selection; ~~and~~

awarding a first award to the player based on the first outcome;

enabling a second player selection of a second tile from among a plurality of tiles of a second row of the grid;

detecting the second player selection of the second tile from the second row;

in response to the second player selection, causing the video reels to spin and stop to display a second outcome, and causing a second action associated with the second player selection; and

awarding a second award to the player based on the second outcome.

2.   (Original) The method of claim 1, wherein the method further includes displaying a plurality of tokens on the video display prior to enabling the first player selection.

3.   (Original) The method of claim 2, wherein the game comprises a bonus game, and wherein play of the bonus game is initiated by a bonus triggering event occurring during a wagering base game conducted on the gaming machine, the bonus triggering event resulting in the plurality of tokens displayed on the video display.

4.   (Original) The method of claim 3, wherein the first award comprises a first credit amount.

5.   (Original) The method of claim 4, wherein the first tile comprises a trap tile.

6.   (Original) The method of claim 5, wherein the first action comprises:

deleting a token from the plurality of displayed tokens; and

enabling a second player selection of a second tile from a second row of the grid if at least one row remains of the grid.

7.   (Original) The method of claim 5, wherein the first action comprises:

causing the game to end if no token is displayed on the video display; and

causing the first credit amount to be added to a credit meter of the gaming machine.

8.   (Original) The method of claim 4, wherein the first tile comprises a token tile.

9.   (Original) The method of claim 8, wherein the first action comprises:

        adding a token to the plurality of displayed tokens; and

        enabling a second player selection of a second tile from a second row of the grid if at

least one row remains of the grid.

10.   (Original) The method of claim 4, wherein the first tile comprises a multiplier.

11.   (Original) The method of claim 10, wherein the first action comprises:

        multiplying the first credit amount with the multiplier to yield a first multiplied credit

amount, the first multiplied credit amount more valuable than the first credit amount, and

        enabling a second player selection of a second tile from a second row of the grid if at

least one row remains of the grid.

12.   (Currently Amended) The method of claim 3, ~~further comprising:~~

        ~~enabling a second player selection of a second tile from among a plurality of tiles of a~~

~~second row of the grid,~~ wherein the plurality of tiles of the second row includes one safe tile and

two hidden tiles, a first hidden tile of the two hidden tiles including a trap tile and a second

hidden tile of the two hidden tiles including a token tile, a location of the one safe tile known to

the player, the second player selection of the one safe tile precluding loss of a token;

        ~~detecting the second player selection of the second tile from the second row;~~

~~in response to the second player selection, causing the video reels to spin and stop to~~

~~display a second outcome, and causing a second action associated with the second player~~

~~selection; and~~

~~awarding a second award to the player based on the second outcome~~.

13.   (Original) The method of claim 12, wherein the second tile comprises the safe tile,

wherein the second award includes a second credit amount, and wherein the second action

includes enabling a third player selection of a third tile from a third row of the grid if at least one

row remains of the grid.

14.   (Original) The method of claim 12, wherein the second tile comprises the trap tile, and

wherein the second action includes deleting a token from the plurality of displayed tokens and

enabling a third player selection of a third tile from a third row of the grid if at least one row

remains of the grid.

15.   (Original) The method of claim 12, wherein the second tile comprises the token tile, and

wherein the second action includes adding a token to the plurality of displayed tokens and

enabling a third player selection of a third tile from a third row of the grid if at least one row

remains of the grid.

16.   (Original) The method of claim 3, further comprising:

enabling a last player selection of a last tile from a last row of the grid;

detecting the last player selection of the last tile from the last row;

in response to the last player selection, causing the video reels to spin and stop to display

a last outcome, and enabling a secondary bonus game having a guaranteed award if the last tile is

not a trap tile; and

awarding a last credit amount to the player based on the last outcome.

17.   (Original) The method of claim 16, wherein the secondary bonus game comprises:

displaying a plurality of bonus award choices on the video display;

detecting a bonus player selection of a bonus award choice from the plurality of bonus

award choices; and

awarding a bonus credit amount to the player based on the bonus award choice.

18.   (Original) The method of claim 3, further comprising:

enabling a last player selection of a last tile from a last row of the grid;

detecting the last player selection of the last tile from the last row;

in response to the last player selection, causing the video reels to spin and stop to display

a last outcome, and enabling a secondary bonus game having a guaranteed award if the last tile is

a trap tile and at least one token is displayed on the video display; and

awarding a last credit amount to the player based on the last outcome.

19.   (Currently Amended) A method of conducting a game on a gaming machine, the gaming

machine including a controller having a processor and a memory, the method comprising:

displaying the game on a video display of the gaming machine, the game including a

plurality of player selections and a plurality of game play images;

detecting a first player selection by a player from among the plurality of player

selections;

in response to the first player selection, causing the plurality of game play images to

display a first outcome, and causing a first action associated with the first player selection; ~~and~~

awarding a first award to the player based on the first outcome;

enabling a second player selection of a second tile from among a plurality of tiles of a

second row of the grid;

detecting the second player selection of the second tile from the second row;

in response to the second player selection, causing the video reels to spin and stop to

display a second outcome, and causing a second action associated with the second player

selection; and

awarding a second award to the player based on the second outcome.

20.   (Original) The method of claim 19, wherein the first award comprises a first credit

amount.

21.   (Original) The method of claim 20, wherein plurality of player selections comprise a grid

of player selections, the grid including a plurality of rows, each of the plurality of rows having a

plurality of tiles.

22.   (Original) The method of claim 21, wherein the first player selection comprises a player

selection of a first tile from a first row of the grid.

23.   (Original) The method of claim 22, wherein the method further includes displaying a plurality of tokens on the video display prior to detecting the first player selection.

24.   (Original) The method of claim 23, wherein the game comprises a bonus game, and wherein play of the bonus game is initiated by a bonus triggering event occurring during a wagering base game conducted on the gaming machine, the bonus triggering event resulting in the plurality of tokens.

25.   (Original) The method of claim 23, wherein the first tile comprises a trap tile.

26.   (Original) The method of claim 25, wherein the first action comprises:

        deleting a token from the plurality of displayed tokens; and

        enabling a second player selection of a second tile from a second row of the grid if at least one row remains of the grid.

27.   (Original) The method of claim 25, wherein the first action comprises:

        causing the game to end if no token is displayed on the video display; and

        causing the first credit amount to be added to a credit meter of the gaming machine.

28.   (Original) The method of claim 23, wherein the first tile comprises a token tile.

29.   (Original) The method of claim 28, wherein the first action comprises:

        adding a token to the plurality of displayed tokens; and

enabling a second player selection of a second tile from a second row of the grid if at

least one row remains of the grid.

30.   (Original) The method of claim 23, wherein the first tile comprises a multiplier.

31.   (Original) The method of claim 30, wherein the first action comprises:

multiplying the first credit amount with the multiplier to yield a first multiplied credit

amount, the first multiplied credit amount more valuable than the first credit amount, and

enabling a second player selection of a second tile from a second row of the grid if at

least one row remains of the grid.

32.   (Currently Amended) The method of claim 23, ~~further comprising:~~

~~detecting a second player selection of a second tile from among a plurality of tiles of a~~

~~second row of the grid,~~ wherein the plurality of tiles of the second row includes one safe tile and

two hidden tiles, a first hidden tile of the two hidden tiles including a trap tile and a second

hidden tile of the two hidden tiles including a token tile, a location of the one safe tile known to

the player, the second player selection of the one safe tile precluding loss of a token~~;~~

~~in response to the second player selection, causing the plurality of game play images to~~

~~display a second outcome, and causing a second action associated with the second player~~

~~selection.~~

~~awarding a second award to the player based on the second outcome.~~

33.   (Original) The method of claim 32, wherein the second tile comprises the safe tile, wherein the second award includes a second credit amount, and wherein the second action includes enabling a third player selection of a third tile from a third row of the grid if at least one row remains of the grid.

34.   (Original) The method of claim 32, wherein the second tile comprises the trap tile, and wherein the second action includes deleting a token from the plurality of displayed tokens and enabling a third player selection of a third tile from a third row of the grid if at least one row remains of the grid.

35.   (Original) The method of claim 32, wherein the second tile comprises the token tile, and wherein the second action includes adding a token to the plurality of displayed tokens and enabling a third player selection of a third tile from a third row of the grid if at least one row remains of the grid.

36.   (Original) The method of claim 23, further comprising:

        detecting a last player selection of a last tile from a last row of the grid;

        in response to the last player selection, causing the plurality of game play images to display a last outcome, and enabling a secondary bonus game having a guaranteed award if the last tile is not a trap tile; and

        awarding a last credit amount to the player based on the last outcome.

37.   (Original) The method of claim 36, wherein the secondary bonus game comprises:

displaying a plurality of bonus award choices on the video display;

detecting player selection of a bonus award choice from the plurality of bonus award

choices; and

awarding a bonus credit amount to the player based on the bonus award choice.

38.   (Original) The method of claim 23, further comprising:

detecting a last player selection of a last tile from the last row of the grid;

in response to the last player selection, causing the plurality of game play images to

display a last outcome, and enabling a secondary bonus game having a guaranteed award if the

last tile is a trap tile and at least one token is displayed on the video display; and

awarding a last credit amount to the player based on the last outcome.

39.   (Original) The method of claim 19, wherein the plurality of game play images comprise

a plurality of video reels, and wherein the first outcome comprises a first reel symbol array.

40.   (Currently Amended) A gaming machine comprising:

a video display device;

a controller coupled to the video display device, the controller including a processor and

a memory coupled to the processor, the controller being programmed to:

display a game on the video display device, the game including a plurality of

player selections and a plurality of game play images;

detect a player selection by a player from among the plurality of player selections;

in response to the player selection, cause the plurality of game play images to

display an outcome, and cause an action associated with the player selection; ~~and~~

award a credit amount to the player based on the outcome<u>;</u>

<u>enable a second player selection of a second tile from among a plurality of tiles of</u>

<u>a second row of the grid;</u>

<u>detect the second player selection of the second tile from the second row;</u>

<u>in response to the second player selection, causing the video reels to spin and stop</u>

<u>to display a second outcome, and causing a second action associated with the second</u>

<u>player selection; and</u>

<u>award a second award to the player based on the second outcome</u>.

41.   (Original) The gaming machine of claim 40, wherein plurality of player selections

comprise a grid of player selections, the grid including a plurality of rows, each of the plurality

of rows having a plurality of tiles.

42.   (Original) The gaming machine of claim 41, wherein the player selection comprises

player selection of a tile from a row of the grid.

43.   (Original) The gaming machine of claim 42, wherein the controller is programmed to

display a plurality of tokens on the video display prior to detecting the player selection.

44.   (Original) The gaming machine of claim 42, wherein the game comprises a bonus game, and wherein play of the bonus game is initiated by a bonus triggering event occurring during a wagering base game conducted on the gaming machine, the bonus triggering event resulting in the plurality of tokens displayed on the video display device.

45.   (Original) The gaming machine of claim 43, wherein the tile includes a trap tile, and wherein the action comprises deleting a token from the plurality of displayed tokens.

46.   (Original) The gaming machine of claim 43, wherein the tile includes a trap tile, and wherein the action comprises ending the game if no token is displayed on the video display device.

47.   (Original) The gaming machine of claim 43, wherein the tile includes a token tile, and wherein the action comprises adding a token to the plurality of tokens.

48.   (Original) The gaming machine of claim 43, wherein the tile includes a multiplier, and wherein the action comprises multiplying the credit amount with the multiplier to yield a multiplied credit amount.

49.   (Original) The method of claim 40, wherein the plurality of game play images comprise a plurality of video reels, and wherein the first outcome comprises a first reel symbol array.